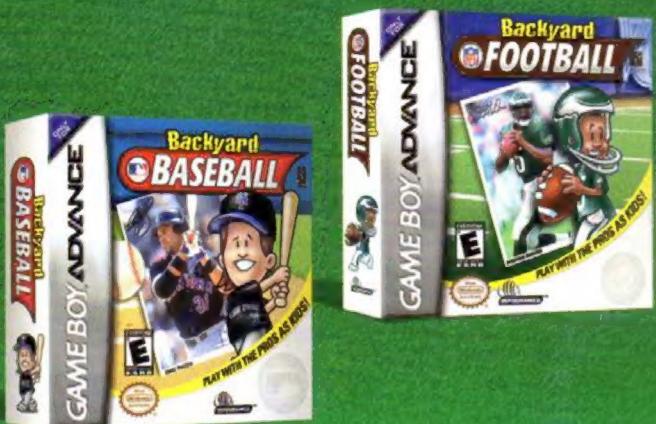


Check out these other great Backyard Sports games!



Look for Backyard Baseball™ Coming Soon
for the Nintendo GameCube™ system!



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The cover of the "Backyard Football" instruction booklet. It features a large image of Donovan McNabb in a Philadelphia Eagles uniform, holding a football. A cartoon character in a green helmet and jersey is in the foreground, holding a football. The title "Backyard FOOTBALL" is at the top, with the NFL logo. The bottom right corner has the "PLAYERS INC" logo. A large "DONOVAN McNabb" signature is on the left. A large yellow banner across the bottom right says "Play with the Pros as Kids!"

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.



THIS GAME CAN BE SET TO
DISPLAY A HIGHER
RESOLUTION IMAGE ON TVs
THAT SUPPORT PROGRESSIVE
SCAN MODE (EDTV, HDTV).

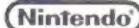


THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE
ENTERTAINMENT SOFTWARE RATING BOARD. FOR
INFORMATION ABOUT THE ESRB RATING, OR TO
COMMENT ABOUT THE APPROPRIATENESS OF THE
RATING, PLEASE CONTACT THE ESRB AT
1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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WELCOME TO BACKYARD FOOTBALL™!

The roar of the crowd. The grass stains on your pants. Running home late for dinner. The *Backyard Football™* game brings you all of the action and excitement of the gridiron, with all of the charm and nostalgia of neighborhood sports.

Create the football team of your dreams! It's great football action with the Backyard Kids and real pro players as kids. Pick your team, logos and playing fields. Play single games or an entire season. It's the chance of a lifetime to play with the pros right in your own backyard!

As the coach, draft your team, set your starting line-up and strategize your plays. Make a custom playbook with plays you create! Then play a 14-game season against the toughest teams in the Backyard Football League (BFL). You can become a football dynasty, filling your team's trophy case with honors and awards!

GETTING STARTED

NINTENDO GAMECUBE™

1. Turn OFF the POWER Button on your Nintendo GameCube™.

WARNING: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.

2. Make sure a Nintendo GameCube™ Controller is plugged into Nintendo GameCube™ Controller Socket 1 on the Nintendo GameCube™.

3. If you're playing against a friend, plug another Controller into Controller Socket 2. If you're going to play in Season Game mode, insert a Nintendo GameCube™ Memory Card into either slot. If you're going to be playing Coaches' Challenge, insert Memory Cards containing the information on both coaches.

4. Insert the Game Disc into the Nintendo GameCube™ Optical Disc Drive.

5. Turn ON the POWER Button and proceed to the title screen. If you can't proceed to the title screen, begin again at step 1.

6. At the title screen, press **START/PAUSE** to advance to the Main Menu (see page 10).

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

SAVING AND LOADING

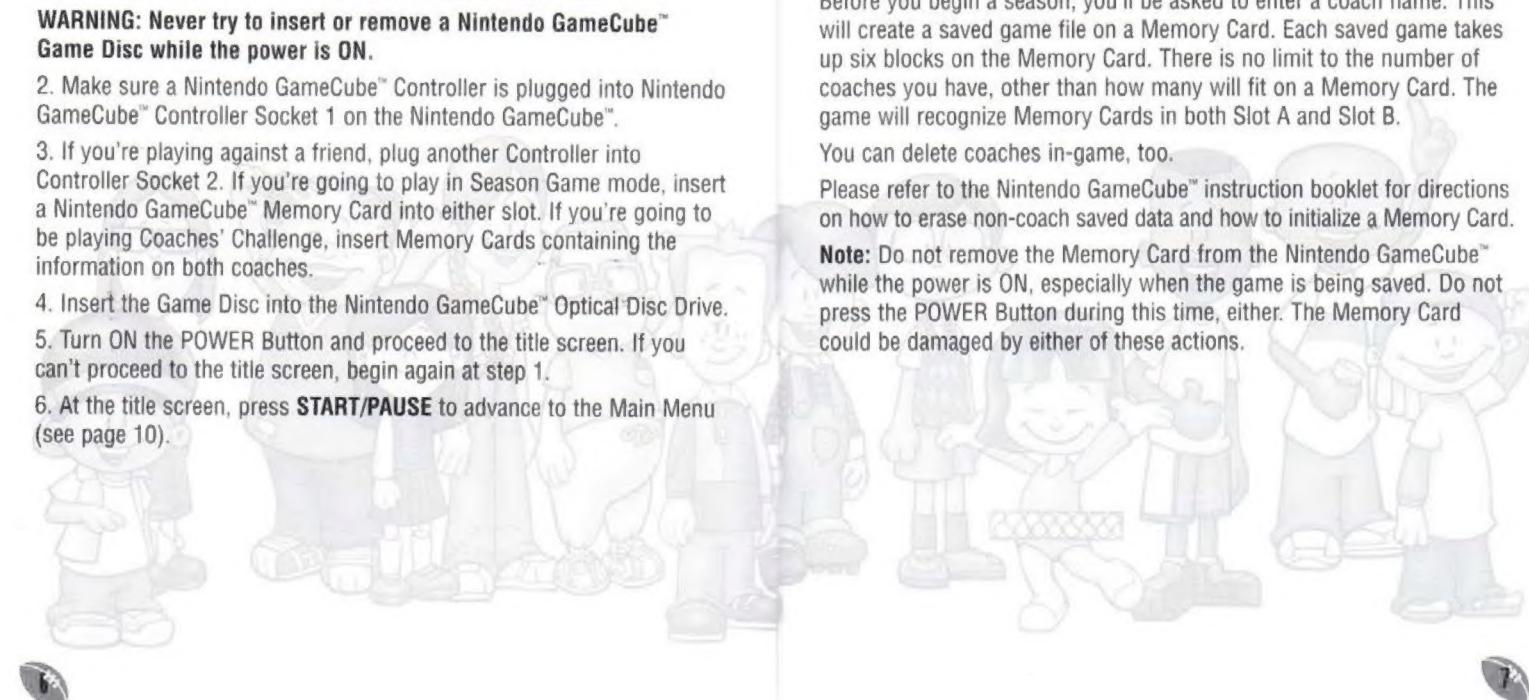
Backyard Football keeps Season Game mode information about the teams and players' progress in the season. Your coach name identifies which saved game is which (each coach has only one saved game).

Before you begin a season, you'll be asked to enter a coach name. This will create a saved game file on a Memory Card. Each saved game takes up six blocks on the Memory Card. There is no limit to the number of coaches you have, other than how many will fit on a Memory Card. The game will recognize Memory Cards in both Slot A and Slot B.

You can delete coaches in-game, too.

Please refer to the Nintendo GameCube™ instruction booklet for directions on how to erase non-coach saved data and how to initialize a Memory Card.

Note: Do not remove the Memory Card from the Nintendo GameCube™ while the power is ON, especially when the game is being saved. Do not press the POWER Button during this time, either. The Memory Card could be damaged by either of these actions.



CONTROLS



NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS

Menu Controls

ACTION	CONTROL
Highlight menu item	+Control Pad or Control Stick Up/Down/Left/Right
Select, or Go to next screen	A Button
Cancel, or Return to previous screen	B Button

On Field

ACTION	CONTROL
Pause game	START/PAUSE
Move player	Control Stick Up/Down/Left/Right
Change player	B Button

Kicking

ACTION	CONTROL
Pick direction of kick (except Easy mode)	A Button freezes the arrow
Kick the ball after picking direction	A Button

Offense Controls

ACTION	CONTROL
Show your play route	Z Button
Look around before ball snap	Control Stick
Use audibles	L Button or R Button to select, A Button to trigger
Hike the ball	A Button
Pass the ball	A Button, B Button or X Button, depending on what icons are above receivers' heads
Toggle scramble/run	Z Button, or just move past line of scrimmage
Turbo Run	A Button will move player quickly for a second
Juke (Dodge)	L Button or R Button while running
Stiff Arm Right	X Button
Stiff Arm Left	B Button
Hurdle	Y Button

Defense Controls

ACTION	CONTROL
Show your play route	Z Button
Use audibles	L Button or R Button to select, A Button to trigger
Tackle ball carrier	A Button (when next to ball carrier)
Turbo Run	A Button will move player quickly for a second (when not next to ball carrier)
Jump/Deflect	Y Button
Change selected player	B Button or X Button

Note: The Rumble Feature is supported, for those Controllers that support it. You can turn it ON from the Game Options menu (see page 18).

MAIN MENU

This is the starting point to all the Backyard Football League (BFL) action. From here, you can start a quick pick-up game, create load a coach for a single-player season game, learn new moves, maybe do a little two-player coach vs. coach exhibition gaming, look through the player cards, or personalize your game options.



From the Main Menu, you can select from the following:

- **PICK-UP GAME** – See pages 10 to 12 for details.
- **PLAY SEASON** – See pages 13 to 16 for details.
- **TEAM PRACTICE** – See page 17 for details.
- **COACHES' CHALLENGE** – See page 17 for details.
- **MEET THE PLAYERS** – See page 17 for details.
- **CREDITS** – See a list of the people who created this game.
- **GAME OPTIONS** – See page 18 for details.

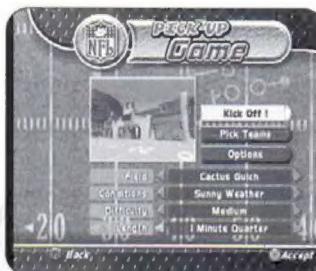
PICK-UP GAME

A pick-up game is a quick, 4-quarter game between two teams. It can be single-player or two-player. The results of the game are not saved.

You can select from seven fields, four field conditions, three difficulty levels, and three time lengths for a quarter.

To advance, select Kick Off! if you want the game to pick the teams and players for you, or select Pick Teams if you want to create your perfect team.

If you choose Pick Teams, you will then go to the Pick Teams screen.



PICK TEAMS SCREEN

You're free to choose from all 32 NFL teams and 8 BFL teams in either the Backyard Conference or Frontyard Conference. You can switch between conferences from the scrollbar at the top of the screen. Move the selection highlight with the **+Control Pad** or **Control Stick** and press the **A Button** to accept the selection.



Once both Home and Away teams have been chosen, the game moves to the Controller Select screen.

CONTROLLER SELECT SCREEN

You can use any of the four Controller Sockets. The game supports up to two players, but will show all attached Controllers. For each player, use the **Control Stick** to move the Controller image from the center to either the Away or Home team column. When all Controllers are assigned, press the **A Button**. If you press the **A Button** without assigning a Controller to any team, a CPU vs. CPU game starts.

If you've reloaded an existing season coach, you jump to the Matchup screen. Otherwise, you go to the Pick Players screen to fill out your team.



PICK PLAYERS SCREEN

After each player is assigned a Controller, it's time to pick the kids for each team. Just like in a real neighborhood game, coaches play the traditional Leather or Laces guessing game to pick who goes first.



Each coach needs seven players. The current team players are shown on the right side of the screen. As kids are selected, they also appear with a helmet as you scroll through them. To scroll between players, move the **Control Stick** left or right. Notice that the stats for each kid are displayed as they are highlighted. To change the order the kids are displayed in, move the **Control Stick** up or down. To rotate a kid, move the **C Stick**. To check out a kid, press the **A Button** and the player card will appear.

If you pick the player, the head shows up on the right side of the screen in one of the seven slots, and the full body image now sports a helmet and team shirt, indicating that player has been picked and is suited up. When all team members are selected, press the **A Button** to continue to the Matchup screen.

If you have the players you really want, but there are more to pick, press **START/PAUSE** and the game will automatically select the rest of your team (both teams, in two-player mode).

Player Card

Here you can examine the selected kid in more detail, and decide whether to pick him or her for your team or not. Either way, you go back to the Pick Players screen. **Note:** You can also examine the player cards from the Main Menu, by selecting Meet The Players.

Creating Custom Players

Maybe you just don't see that perfect player you're looking for. If so, select a Custom kid (the one with the question mark) to create your special player. You're given a pool of skill points that you can distribute any way you want. Make that star Quarterback or "Hall of Fame" kicker — it's your choice. Custom kids will stay with a coach, or exist for a single pick-up game.

Change Line-up

Sometimes, you have to go with a player's strengths — even if that player is tuckered out. In the line-up, you can change the position each kid on your team plays. This screen is also accessible from the Game Sidelines, where you can change positions or swap in a substitute player.

Matchup Screen

If you want to, change your team's handicap to get a more balanced game. Use the **Control Stick** to add footballs, making your team play better. Now you're ready to play! After the Matchup screen, you'll see an introductory "flyby" animation of the field, and then commentators Sunny Day and Chuck Downfield will fill you in on the game. Press the **A Button** to skip either animation.

SEASON GAME

Unlike a pick-up game, you coach a team for multiple games in Season Game mode.

COACH SIGN-IN

Create a new coach to start a new season, load an existing coach to continue a season of play, or delete a coach.

Note: The game displays four coaches at a time, but the number of coaches is limited only by available space on the Memory Card. Switch between Memory Cards in Memory Card Slot A and Memory Card Slot B with the **Control Stick**. Each coach takes up six blocks on a Memory Card.

If you create a new coach, you'll be building a new team from scratch and starting as a new team in the Backyard Football League.



CREATE COACH NAME

Your coach name can be made up of letters, numbers and a few punctuation types, up to 15 characters (including spaces). A name made up of all spaces, or no name, is not allowed. The first letter will start as a capital, then the letters will switch to lower case. You can switch back and forth between lower and upper case letters by using the **L Button** and **R Button**.



If you create a new coach, you'll then go pick your team and players. After that, or if you decide to load an existing coach, you then go to the Play Season screen.

PLAY SEASON

So what do you want to do now, in the season?

Play Next

Start your next season game.



Exhibition

Match your team against any team in your regular season schedule, in a friendly exhibition game that doesn't count in the season. A second player can control your opponent, or you can play against the CPU.

Sidelines

See the Season Sidelines section below for details.

On the Play Season screen, you can also adjust Game Options, select a field, choose weather conditions, and pick a difficulty level.

SEASON SIDELINES

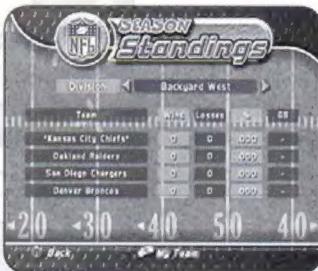
From here, you can choose from the following:

- **VIEW TEAM** – View your teams roster.
- **SEASON STANDINGS** – See below for details.
- **TEAM SCHEDULE** – See page 15 for details.
- **WEEKLY SCHEDULE** – See page 15 for details.
- **SEASON STATISTICS** – See page 15 for details.
- **CHANGE PLAYBOOK** – See page 16 for details.
- **CHANGE LINE-UP** – See page 16 for details.
- **VIEW TROPHIES** – See page 16 for details.
- **HALL OF FAME** – View the best of the best.



SEASON STANDINGS

Check how well you've done so far, or how well your opponent has done.



TEAM SCHEDULE

See what teams you're going up against, and where. You can check out the schedule for every team in the league here, from week 1 to 14.



WEEKLY SCHEDULE

This screen lists what teams are slated to play each other during any week. Use it to check out your likely competition.



SEASON STATISTICS

From here, you can choose from the following:

Team Statistics

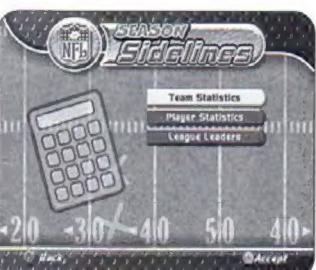
See what kind of impression your team — or the opposition — is making this season.

Player Statistics

See how well every player in every team in the league has done in Passing, Receiving, Rushing, Defense, Kicking and Returns.

League Leaders

See who's the best in the league and who's not.



CHANGE PLAYBOOK

Your playbook holds only a small number of plays, but the BFL offers many more — and you can create custom plays, too! Use Change Playbook to swap out the plays you don't use for ones you want to use. Or you can Edit/Create plays to put into the playbook. Use the **Control Stick** to move up and down through the top menus, and use the **C Stick** to move the screen.

CHANGE LINE-UP

You can assign player roles in this screen, as well as bench any fatigued players. Plus, the changes can be assigned to only certain plays, for when you want to use your excellent runner as Quarterback in some plays, but your terrific passer in other plays.

You can check each player's stats with the **Y** Button, and toggle between player faces and their positions with the **X** Button. To change a position, select the player to replace by highlighting them, and then press the **A** Button. The name will turn orange. Then move to the person you want in that position and press the **A** Button again to swap.

To the right of each player's name is a vertical bar indicating fatigue level (normally it's green). As a kid plays, the bar gradually turns yellow, and then to red to show that the kid is really exhausted. If a substitute player is put in from the Reserves bench, the bar on the swapped-out kid gradually returns to green, and he or she is ready to go again!

VIEW TROPHIES

Examine all of the awards, certificates and trophies your team has won during and after a Season Game.



TEAM PRACTICE

This mode helps you to learn the game controls, and to learn more about football itself.

The **Tutorial** teaches some of the basics of the game by the master himself, Chuck Downfield. **Special Teams**, **Passing**, **Running** and **Defense** teach some of the essentials of these vital aspects of the game. In **Play Offense** and **Play Defense**, you will be able to practice all of the plays in the Playbook and in the BFL's vast library.

COACHES' CHALLENGE

This is a one-game contest between two coached teams. Select your coach name (where your team stats are stored). Your opponent does the same. Then each coach selects a Controller, and the game starts. **Note:** You must have a Memory Card with at least one coach on it to play Coaches' Challenge.

MEET THE PLAYERS

Look through all of the player cards. Select any Backyard or Pro kid and bring up his or her Player Card by pressing the **A** Button.



GAME OPTIONS

Choose to turn the following options ON or OFF:

Special Plays – Turn this ON if you want the ability to earn power-ups.

Fatigue – Tired players eventually stop performing. Good coaches put in substitutes before that happens. Turn this OFF, and players will not become fatigued.

Wind – Wind can make any kick more challenging, but more realistic.

Turn-Overs – If turn-overs are not allowed, then a ball carrier will never fumble, and Defense players can only deflect a pass, not catch it.

TD Close-up – Set this to OFF if you want to turn off all of the player touchdown dance close-ups.

Rumble Feature – Turn this ON for a rumblin' good time (supported Controllers only).

Play Clock – Turn this OFF to stop the clock countdown on the Pick Plays screen.

Reset to Default – Return options to their original settings.

Set Sound – Go to the Set Sound menu (see below for details).

SET SOUND MENU

Adjust volume levels for the following:

Music – Set the volume for the menu and touchdown music.

Commentary – Set the volume for Sunny Day and Chuck Downfield.

Ambient Effects – Set the volume for trains, frogs and other environmental sounds.

Sound Effects – Set the volume for sound effects (such as when menu items are selected or when players are tackled).

Sound Output – Set the game to Stereo, Mono or Surround Sound.

Reset to Default – Return sound volumes to their original settings.

LET'S PLAY SOME FOOTBALL!

Football is an easy game to play and a tricky game to master. When playing *Backyard Football*, you'll control a single player on the team (the one highlighted by the brightly colored circle).

OFFENSE

Plays

Whether playing Offense or Defense, the play's the thing. Before each play, a Pick Plays menu comes up. Defensive plays are along the top, Offensive Plays along the bottom. Pick a play before the countdown timer hits zero, or else a play will be chosen for you. Any earned power-up plays will also be shown here, under the "S" tab.

If you pick a play and see that the Defense is lining up against you with a strong chance to beat that play, you can call an "audible" before the ball is snapped. An audible is a last-minute change in plays announced to your team. To select one of the two audibles, press the **L** Button or **R** Button. Press the **A** Button to trigger the audible. Access audibles from the Change Playbook screen.

Your playbook only has a limited number of plays. You can double that number by flipping (reversing) a play with the **Y** Button. But the BFL has many more plays to choose from, and you also have the ability to create more. To replace unused plays, or make new ones, access the Change Playbook screen from the Pause menu.

Hiking the Ball

Once you're all set for the Quarterback to start the play, press the **A** Button and the Center will hike the ball back to the Quarterback.

To move the ball holder, use the **Control Stick**.

When you've got the ball, everyone wants to get close and personal with you. You have two choices — pass the ball, or run for it!

Passing the Ball

When you pick a passing play, all eligible ball receivers will have a button icon over their head. Press the corresponding button to throw the ball to them. If the ball is received, get that ball carrier running!

Of course, the Defense won't wait for the Quarterback to decide — they might just come running right toward your Quarterback.

If you start a "pass" play, but running seems a better option, go for it. Just pass the line of scrimmage or press the **Z** Button, and the Quarterback will automatically start running (so passing is no longer an option).

Running the Ball

Whether you're the Quarterback on a "run" play or a receiver carrying the ball after a pass, you've got to move the ball down the field past the Defense. To move the ball holder, use the **Control Stick**.

Press the **L** or **R** Button to "juke" or dodge tacklers coming directly at you. Or try to block the tackler coming from the side with a stiff-arm tactic (press the **X** Button or **B** Button). To avoid tacklers behind you, press the **Y** Button to hurdle.

Kicking

When you first start the game, or when you score a goal or choose to punt, you'll get to use the Kick-O-Meter (except in Easy mode).

The little Kick-O-Meter icon offers you two settings. At first, the arrow moves back and forth pointing in the direction the kick will go. Press the **A** Button to freeze its position. Now the arrow stretches and shrinks — the longer the arrow, the more powerful the kick. Press the **A** Button again and it will freeze again, and the Quarterback will kick the ball. If wind is turned ON from the Game Options menu, an orange arrow on the Kick-O-Meter indicates the direction of the wind.

Once the ball is kicked, the receiving team takes ownership of the ball and becomes the Offense (unless the Defense can take the ball away).

If you catch a kick in your own end zone, and you don't think you'll make it to at least the 20-yard line, just do a touchback. Stay still instead of running, and in two seconds, the play will end. The next play starts on the 20-yard line.

DEFENSE

When you're on Defense, you're defending your half of the playing field. You have two objectives: keep the ball from advancing, and try to take control of the ball (away from the Offense).

Just like when you play Offense, you control one player on the team at a time. Remember, the selected player has a brightly colored circle under them. You can change the selected player by pressing the **B** Button.

Use the **Control Stick** to move the selected player. If you want to throw in a burst of running speed to catch up to the ball carrier, press the **A** Button. To tackle the ball carrier when you get close enough, press the **A** Button again.

GAME PAUSED

When things get hectic, or you want to change strategies, don't forget you can pause the game by pressing **START/PAUSE**. From the Pause menu, you can select from the following:

- **RETURN TO GAME** — Go back to the game you just paused.
- **REPLAY** — See the Replay section below for details.
- **CHOOSE CAMERA** — See the Choose Camera section on page 22 for details.
- **GAME SIDELINES** — See the Game Sidelines section on page 22 for details.
- **GAME OPTIONS** — See the Game Options section on page 18 for details.
- **VIEW CONTROLLER** — See the View Controller section on page 22 for details.
- **QUIT GAME** — Exit the game (without saving, in Season Game mode).

REPLAY

Replay allows you to examine the last play of the game. Think of it like a VCR. The controls are shown on the bottom of the screen (from left to right):



ACTION	CONTROL
Rewind (for as long as button is pressed)	L Button
Move the red cursor around the field	Control Stick
Pan the camera up, down or around red cursor	C Stick
Exit back to the Pause menu	B Button
Advance the play	A Button
Zoom In	Y Button
Zoom Out	X Button
Hide the controls	Z Button
Fast Forward (for as long as button is pressed)	R Button

The red cursor you'll see is controlled by the **Control Stick**. If the cursor is on a player, the view stays on that player. If the cursor is on the field, the scene is shown from that camera angle.

CHOOSE CAMERA

The point of view usually starts from behind the Quarterback, but it's always fairly close to the kids. However, there are alternate views. Move the **Control Stick** left or right to alter the view. Press the **A** Button to accept the point of view you've highlighted, or press the **B** Button to exit without accepting. **Note:** In a two-player game, either player can switch the camera view, and the change applies to both teams.

GAME SIDELINES

From here, you can choose from the following:

- **CHANGE PLAYBOOK** – See page 14 for details.
- **CHANGE LINE-UP** – See page 15 for details.
- **GAME STATS** – Examine current statistics for the game being played.



VIEW CONTROLLER

Not sure what button does what? Take a peek here for both Offense and Defense controls.

OFFICIAL BFL RULES

The rules of *Backyard Football* are drawn mostly from the NFL, but modified for BFL play.

OBJECTIVE

Score the most points by advancing the ball into the opposing team's territory and crossing their "goal line."



POSSESSION

The home team always receives the opening kickoff.

The kicking team kicks off from its own 40-yard-line.

A ball that is fielded in the opposing end zone can be downed for a touchback. Possession of the ball is given to the offensive team at the 20-yard-line. The offensive team has four chances or "downs" to advance the ball 20 yards. If the offensive team succeeds, it is given four more downs. If the ball is placed inside the defensive team's 20-yard-line, then the offensive team is given four downs to score a touchdown.

If the offensive team fails to advance 20 yards after four downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to kick a field goal or punt to the defensive team on fourth down.

Missed field goals outside of the defensive team's 20-yard-line are given to the opposing team at the last spot of the ball. Missed field goals inside the defensive team's 20-yard-line are given to the opposing team at the 20-yard-line. However, if a missed field goal lands in the field of play, it is a live ball.

NUMBER OF PLAYERS

The team will consist of seven kids. The play will be five-on-five on the field. The two remaining spots on the roster are designated Reserves.

FIELD OF PLAY

The field of play will be 100 yards from goal line to goal line division, 16 yards from sideline to sideline division, with a 10-yard end zone at each end.

Field divisions are marked on the field every 10 yards, with hash marks every yard.

ATTIRE

The only requirement is a Backyard Certified Football Helmet. Skirts, shorts and overalls are allowed.

Team colors consist of a primary color for the jersey and helmet, and a secondary or accent color for the stripes.

TIME

The game is divided into four 1-minute quarters (default setting).

The game clock stops after every play.

The 30-second countdown can be shut OFF from the Play Clock setting in the Game Options screen.

Before a play, on the Pick Play screen, the play clock allows each coach only 30 seconds to choose a play from the playbook. If you do not pick one within this time period, the computer will select a play on the displayed playbook page for you.

Computer time will pass as real time (1 Backyard minute = 1 real minute).

If the score is tied at the end of regulation time, the game will go into Sudden Death Overtime. Possession is given to the home team. Time is not kept and the game continues until a team scores, winning the game.

PASSING

An offensive player can only pass the ball from behind the line of scrimmage. Only one forward pass is permitted per play.

All forward passes that touch the ground are considered dead.

RUNNING/RECEIVING

The ball is spotted at the furthest point it was advanced when the ball carrier's knee/back/bottom touched the ground.

A player must have at least one foot in bounds when making a reception. Otherwise the ball is ruled incomplete.

TURN-OVERS

A ball that a ball carrier drops is considered "live" and is ruled a fumble.

A backward pass that touches the ground is considered "live" and is ruled a fumble.

Fumbles may be advanced by the recovering team.

Interceptions change possession of the ball and may be advanced.

Kickoffs and punts that are first touched by any member of the receiving team are considered "live," and can be recovered and advanced by the kicking team.

However, any kickoff or punt that is first touched by the kicking team but not "downed" can be recovered by the receiving team, who retain possession even if they fumble the ball on the return.

SCORING

Touchdown – Players can score a touchdown or extra point either by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone. Ball carriers can also run into or touch an end zone marker for a touchdown or extra point. Touchdown = 6 points.

Point After Touchdown (PAT) – After scoring a touchdown, the team is given the opportunity to add one or two "extra points" or "points after touchdown" from their opponent's 5-yard line. PATs can be scored either by kicking an extra point field goal for 1 point, or by running/passing for a conversion, equaling 2 points.

Field Goal – The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety – Safeties are ruled when an offensive ball carrier is either tackled in their own end zone (the one at their end of the field) or if they fumble the ball out of bounds from their own end zone. The Defense is then awarded a safety, and the Offense must kick the ball to the Defense. A safety scores 2 points.

Note: Penalties are neither allowed nor assessed.

BFL STRUCTURE

The Backyard Football League is divided into two conferences (Backyard and Frontyard), each with four divisions (West, North, South and East), with five teams in each division, for a total of 40 teams.

SEASON STRUCTURE

Each team plays the other three teams in their division two times each, four teams from a random division in the same conference once each, and four teams from a random division from the opposing conference once each, for a total of 14 games.

PLAYOFF STRUCTURE

The BFL playoffs are modeled precisely after the NFL's playoff structure. In each conference, the two teams that finish the regular season with the best win-loss records in their divisions are awarded the Division Championship and automatic berths in the playoffs. The three teams with the next best records earn berths into the playoffs as "Wild Cards." There can be more than one Wild Card team in a division — it's even possible that all three Wild Cards can come from the same division.

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